

ALEXANDRIA FOLTZ

3D Animator · Character Animation · Cinematic Production

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PROFILE

Alexandria is a dedicated 3D Animator with two years of intensive, industry-led training at the Hollywood Animation Academy, working directly under the guidance of working studio directors to produce professional-quality animation. Proficient in character performance and cinematic production using Autodesk Maya and Unreal Engine. Proven ability to execute studio pipeline workflows including weekly director check-ins, iterative feedback cycles, and schedule-driven delivery on work styled to match major theatrical and game productions.

EDUCATION

TRAINING & PRODUCTION EXPERIENCE | [Hollywood Animation Academy](#) | Kansas City, MO 2023 – 2025 | *State-certified private program* | 2,100 verified contact hours

- ▶ Completed a two-year, studio-modeled animation program structured around real production pipelines, weekly director-led check-ins, and iterative revision cycles that mirror professional studio workflows.
 - ▶ Trained under Gavin Dell (Warner Bros. director and HAA lead instructor) across all major projects, receiving hands-on direction and professional-standard feedback throughout the full duration of the program.
 - ▶ All instruction delivered by working Hollywood professionals — active Warner Bros., DreamWorks, Marvel, Disney, Activision, and games studio directors supervising production-grade assignments to industry delivery standards.
 - ▶ Curriculum covers 3D character animation, performance animation, previsualization, game animation, game cinematics, dialogue performance, action animation, and studio pipeline workflows using Maya and Unreal Engine 5. Along with studio-grade rigs, assets, and production resources to deliver animation at professional broadcast and theatrical quality.
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PRODUCTION WORK / DEMO REEL HIGHLIGHTS

Character Animation - Arkham Knight Batman Alley Fight *Directed by Gavin Dell* | [Feature Animator](#) | [TV Director](#) | [Games Cinematic Director](#) [Activision](#)

Worked directly with a director to analyze and internalize the visual language of Sony Animation's Spider-Man: Into the Spider-Verse, translating theatrical reference into original, stylized character performance.

- ▶ Applied offset timing, exaggerated squash-and-stretch, and pose-driven animation principles to match the film's distinctive hybrid 2D/3D aesthetic within Maya.
- ▶ Iterated through multiple rounds of director feedback to meet professional delivery standards for pose clarity, weight, and personality.

Game Cinematic Animator — Legend of Zelda — Game-to-Cinematic Production

Directed by Gavin Dell | [Film & Game Cinematic Director](#) | [Feature Animator](#) | [Teenage Mutant Ninja Turtles series](#) · [Darksiders](#) · [Gears of War 2](#)

- ▶ Collaborating with a game animation lead to re-purpose and sequence multiple in-engine character states — including run, slide-to-stop, sword draw, idle, side dodge, and action idle — into a single continuous, narrative cinematic.

- ▶ Assembled the final sequence inside Unreal Engine's Sequencer, handling camera choreography, shot composition, and animation blending to produce a cohesive, polished cinematic in the visual style of Nintendo's The Legend of Zelda franchise.
- ▶ Demonstrated cross-discipline pipeline understanding by bridging game animation logic with cinematic storytelling techniques.

Character Animator — TMNT : Mutant Mayhem - Leonardo Fight Choreography

Directed by Gavin Dell | Film & Game Cinematic Director | Feature Animator

- ▶ Choreographed and animated an action fight sequence in the TMNT: Mutant Mayhem style, working from live-action reference through full blocking to polished delivery under a film and game cinematic director.
- ▶ Skills: 3D action animation, fight choreography, reference-based animation, dynamic character staging, game and film cinematic animation, Maya.

TECHNICAL SKILLS

Animation Software: Autodesk Maya (character rigs, graph editor polish, scene assembly) · Unreal Engine (Sequencer, cinematic production, in-engine animation)

Animation Disciplines: 3D character animation · Stylized & performance-driven animation · Game-to-cinematic pipeline · Shot composition & camera work

Production Skills: Studio pipeline workflows · Director-led iteration & feedback cycles · Schedule-driven delivery · Industry asset & resource management

Demo Reel Available Upon Request · alexandriafoltz.com · References available upon request